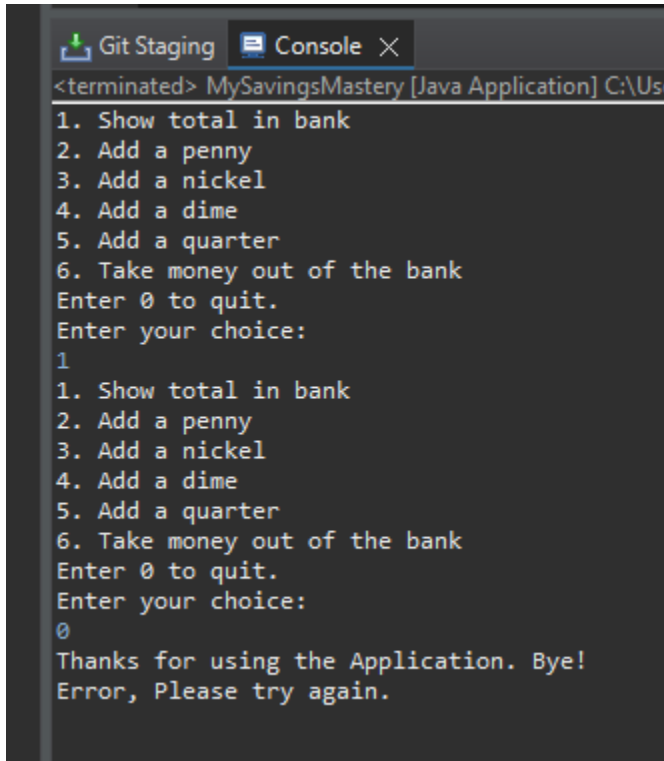


Credit Name: CSE 3120 Object-Oriented Programming 1

Assignment Name: Digit Extractor Mastery

Describe the errors you've encountered while working on this assignment. What caused the error and how do you overcome the error?

### Error 1:



```
<terminated> MySavingsMastery [Java Application] C:\Us
1. Show total in bank
2. Add a penny
3. Add a nickel
4. Add a dime
5. Add a quarter
6. Take money out of the bank
Enter 0 to quit.
Enter your choice:
1
1. Show total in bank
2. Add a penny
3. Add a nickel
4. Add a dime
5. Add a quarter
6. Take money out of the bank
Enter 0 to quit.
Enter your choice:
0
Thanks for using the Application. Bye!
Error, Please try again.
```

I am done coding and there are no errors noted by eclipse, so I ran the program.

Something wasn't working right, because it wouldn't show total in the bank = 0 when I chose that option. Also, when I quit the program, It gave me the error message at the end!

I kept running the code in console, I realized that my switch statement wasn't running at all, and only the default statement was being displayed.

The while loop kept running only the menu and quit option, but the switch output was being skipped.

I decided to check over the curly brackets in the code, just to make sure something isn't being excluded.

I found the problem, the while loop ended before the switch statement! I accidentally closed the loop at the wrong spot.

```
while (true) {  
  
    //options that the user can choose from  
    System.out.println("1. Show total in bank");  
    System.out.println("2. Add a penny");  
    System.out.println("3. Add a nickel");  
    System.out.println("4. Add a dime");  
    System.out.println("5. Add a quarter");  
    System.out.println("6. Take money out of the bank");  
    System.out.println("Enter 0 to quit.");  
    System.out.println("Enter your choice:");  
  
    //user input stored in the choice variable  
    choice = input.nextInt();  
  
    //if choice is option 0, end program  
    if (choice == 0) {  
        System.out.println("Thanks for using the Application. Bye!");  
        break;  
    }  
}
```

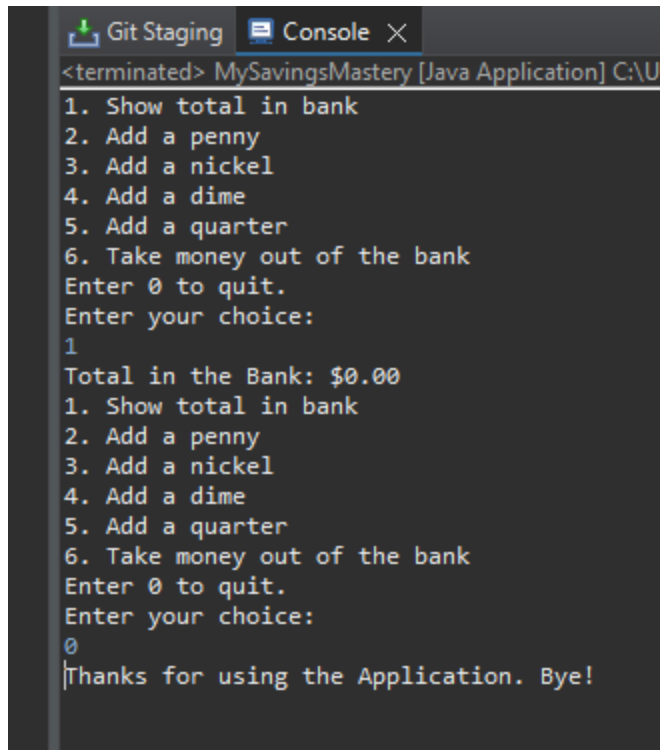
I went back in the code and changed the location of the ending bracket.

```

while (true) {
    //options that the user can choose from
    System.out.println("1. Show total in bank");
    System.out.println("2. Add a penny");
    System.out.println("3. Add a nickel");
    System.out.println("4. Add a dime");
    System.out.println("5. Add a quarter");
    System.out.println("6. Take money out of the bank");
    System.out.println("Enter 0 to quit.");
    System.out.println("Enter your choice:");
    //user input stored in the choice variable
    choice = input.nextInt();
    //if choice is option 0, end program
    if (choice == 0) {
        System.out.println("Thanks for using the Application.");
        break;
    }
    //switch statement uses the choice variable to output the
    switch (choice) {
        //show total
        case 1:
            System.out.printf("Total in the Bank: $%.2f\n", PiggyB
            break;
        //add penny
        case 2:
            PiggyBank.addPenny();
            System.out.println("Added a penny.");
            break;
        //add nickel
        case 3:
            PiggyBank.addNickel();
            System.out.println("Added a nickel.");
            break;
        //add dime
        case 4:
            PiggyBank.addDime();
            System.out.println("Added a dime.");
            break;
        //add quarter
        case 5:
            PiggyBank.addQuarter();
            System.out.println("Added a quarter.");
            break;
        //take all money out of the bank
        case 6:
            PiggyBank.takeMoneyOut();
            System.out.println("All money has been removed from th
            break;
        //default switch statement
        default:
            System.out.println("Error, Please try again.");
    }
}

```

Now, the switch statement is included in the while loop.



```
<terminated> MySavingsMastery [Java Application] C:\U
1. Show total in bank
2. Add a penny
3. Add a nickel
4. Add a dime
5. Add a quarter
6. Take money out of the bank
Enter 0 to quit.
Enter your choice:
1
Total in the Bank: $0.00
1. Show total in bank
2. Add a penny
3. Add a nickel
4. Add a dime
5. Add a quarter
6. Take money out of the bank
Enter 0 to quit.
Enter your choice:
0
Thanks for using the Application. Bye!
```

It is now running the switch cases, because I can see the total in bank is 0.

Program is now working fine!